



Richard Garriott ✓
@RichardGarriott



Yes, I wrote them in AppleSoft Basic. Ultima I also included a small routine (aided by Ken Arnold) to draw the 1st ever "tile graphics".

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Huibert Aalbers @huibert · 22 abr. 2017

En respuesta a @RichardGarriott y @Apple2Games

What about Ultima I and Akalabeth? Didn't you write those or were they written in AppleSoft Basic?

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Richard Garriott ✓
@RichardGarriott

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Inventor, astronaut, explorer, videogame entrepreneur; Author of "Explore/Create"; President-elect of [@ExplorersClub](#); Married to [@LaetitiaGdC](#); Join me in [#SotA!](#)



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Passionate SW developer, IT Architect and technologist



Apple 2 Games
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I like video games and computers from the Nineteen Hundreds. [Apple2Games.com](#) is an neglected wiki focusing on Apple II games from the 1900s.

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